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☐	L18	(sphere or spherical) same texture and bump$4 andlight$3 and ambient and attribute and curve same surface	112
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☐	L17	(sphere or spherical) same map$4 and light$3 and ambient and attribute and render$3 and bump$5 and texture	13
☐	L16	image same base$1 same render$3 and (sphere or sherical) same map$4 and attribute and light$3 and ambient	14
☐	L15	image saame baase$1 same render$3 and (sphere or sherical) same map$4 and attribute and light$3 and ambient	735893
☐	L14	image and render$3 and spher$4 and curve same surface and light$3 and ambient and attribute and bump$4 and map$5	5
☐	L13	image and base and render$3 and spher$4 and curve same surface and light$3 and ambient and attribute and bump$4 and map$5	0
☐	L12	image same base and render$3 and spher$4 and curve same surface and light$3 and ambient and attribute and bump$4 and map$5	0
☐	L11	image same base same render$3 and spher$4 and curve same surface and light$3 and ambient and attribute and bump$4 and map$5	0
☐	L10	render$3 and curve same surface and spher$5 and light$3 same source and symmetr$5 and ambient and diffuse and 3D and x and y and z and attribute	9
☐	L9	render$3 and curve same surface and spher$5 and light$3 same source and ambient and diffuse and bump$5 same map$4 and attribute	4
☐	L8	render$3 and curve same surface$1 and spher$5 and processor$1 and light same source and attribute and ambient and diffuse and bump$ and map$ and texture and x and y and z	4
☐	L7	render$3 and curve same surface$1 and spher$5 and processor$1 and light same source and symmetr$5 and attribute and ambient and diffuse and bump$ and map$ and texture and x and y and z	0
☐	L6	render$3 same curve same surface$1 and spher$5 and processor$1 and light same source and symmetr$5 and attribute and ambient and diffuse and bump$ same map$	0
☐	L5	L3 and render$3 and processor$1 and light same source and attribute and bump$ same map$ and spher$4 and ambient and diffuse and texture	1
☐	L4	L3 and render$3 and processor$1 and light same source and attribute and bumpmap$5 and spher$4 and ambient and diffuse and texture	0
☐	L3	345/426.ccls.	625

☐	L2	345/426.ccls	0
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☐	L1	6400362.pn.	1

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Inventor Name Search Result

Your Search was:

Last Name = ABDO
First Name = NADIM

Application#	Patent#	Status	Date Filed	Title	Inventor Name
60608786	Not Issued	020	09/10/2004	SYSTEM AND METHOD FOR MULTIMEDIA REMOTING OVER TERMINAL SERVER CONNECTIONS	ABDO, NADIM Y.
11139427	Not Issued	020	05/27/2005	TECHNIQUES FOR PROVIDING ACCESSIBILITY OPTIONS IN REMOTE TERMINAL SESSIONS	ABDO, NADIM Y.
11047362	Not Issued	020	01/31/2005	SYSTEMS AND METHODS FOR MULTIMEDIA REMOTING OVER TERMINAL SERVER CONNECTIONS	ABDO, NADIM Y.
10978545	Not Issued	020	11/01/2004	METHOD AND APPARATUS FOR TERMINAL SERVER ADDRESSABILITY VIA URL SPECIFICATION	ABDO, NADIM Y.
10801329	Not Issued	030	03/15/2004	DATA COMPRESSION	ABDO, NADIM Y.
10618335	Not Issued	030	07/11/2003	RESOLVING A DISTRIBUTED TOPOLOGY TO STREAM DATA	ABDO, NADIM Y.
10116803	Not Issued	030	04/01/2002	AUTOMATIC RE-AUTHENTICATION	ABDO, NADIM Y.
10087552	Not Issued	041	02/26/2002	METHODS AND APPARATUSES FOR IDENTIFYING REMOTE AND LOCAL SERVICES	ABDO, NADIM Y.
09845807	6836786	150	04/30/2001	METHOD AND APPARATUS FOR TERMINAL SERVER ADDRESSABILITY VIA URL SPECIFICATION	ABDO, NADIM Y.
09770706	Not Issued	071	01/26/2001	SYSTEM AND METHOD FOR FAST, SMOOTH RENDERING OF LIT, TEXTURED SPHERES	ABDO, NADIM

09595645	Not Issued	041	06/16/2000	SYSTEM AND METHOD FOR INTERACTIVE COMMUNICATION BETWEEN OBJECTS IN A DISTRIBUTED COMPUTING ENVIRONMENT	ABDO, NADIM
09343417	6456304	150	06/30/1999	PROCEDURAL TOOLBAR USER INTERFACE	ABDO, NADIM

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Last Name ABDO **First Name** NADIM Search

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1 Cone-spheres

Nelson Max

September 1990 **ACM SIGGRAPH Computer Graphics , Proceedings of the 17th annual conference on Computer graphics and interactive techniques**, Volume 24 Issue 4

Full text available: pdf(1.45 MB) Additional Information: full citation, abstract, references, citings, index terms

A cone-sphere consists of two spheres, together with the part of the cylinder or cone tangent to the two spheres and lying between them. Cone-spheres can be rapidly rendered with shading, highlights, texture, or bump maps, and composited to create twisted or branched tubular structures.

2 Compositing digital images

Thomas Porter, Tom Duff

January 1984 **ACM SIGGRAPH Computer Graphics , Proceedings of the 11th annual conference on Computer graphics and interactive techniques**, Volume 18 Issue 3

Full text available: pdf(749.74 KB) Additional Information: full citation, abstract, references, citings, index terms

Most computer graphics pictures have been computed all at once, so that the rendering program takes care of all computations relating to the overlap of objects. There are several applications, however, where elements must be rendered separately, relying on compositing techniques for the anti-aliased accumulation of the full image. This paper presents the case for four-channel pictures, demonstrating that a matte component can be computed similarly to the color channels. The paper di ...

Keywords: Compositing, Graphics systems, Matte algebra, Matte channel, Visible surface algorithms

3 Fast ray tracing by ray classification

James Arvo, David Kirk

August 1987 **ACM SIGGRAPH Computer Graphics , Proceedings of the 14th annual conference on Computer graphics and interactive techniques**, Volume 21 Issue 4

Full text available: pdf(1.20 MB) Additional Information: full citation, abstract, references, citings, index terms

We describe a new approach to ray tracing which drastically reduces the number of ray-object and ray-bounds intersection calculations by means of 5-dimensional space subdivision. Collections of rays originating from a common 3D rectangular volume and directed through a 2D solid angle are represented as hypercubes in 5-space. A 5D volume bounding the space of rays is dynamically subdivided into hypercubes, each linked to a set of objects which are candidates for intersection. Rays are classified ...

4 Using discrete event modeling for effective computer animation control
Paul A. Fishwick, Hanns-Oskar A. Porr
December 1991 **Proceedings of the 23rd conference on Winter simulation**
Full text available: pdf(695.31 KB) Additional Information: full citation, references, index terms

5 Towards an interactive high visual complexity animation system
C. Csuri, R. Hackathorn, R. Parent, W. Carlson, M. Howard
August 1979 **ACM SIGGRAPH Computer Graphics , Proceedings of the 6th annual conference on Computer graphics and interactive techniques**, Volume 13 Issue 2
Full text available: pdf(2.15 MB) Additional Information: full citation, abstract, references, citings, index terms

A computer animation system is discussed which employs interactive techniques and presents a unified approach to the graphical display of complex three dimensional data. The system facilitates the generation, manipulation and display of highly detailed data with the aid of interactive devices and a video interface to a standard color TV monitor. The system enables the animator to create a variety of objects (including texture) and to specify the necessary transformations for animation seque ...

6 An updated cross-indexed guide to the ray-tracing literature
L. Richard Speer
January 1992 **ACM SIGGRAPH Computer Graphics**, Volume 26 Issue 1
Full text available: pdf(2.94 MB) Additional Information: full citation, index terms

7 Reflectance and texture of real-world surfaces
Kristin J. Dana, Bram van Ginneken, Shree K. Nayar, Jan J. Koenderink
January 1999 **ACM Transactions on Graphics (TOG)**, Volume 18 Issue 1
Full text available: pdf(6.94 MB) Additional Information: full citation, abstract, references, citings, index terms

In this work, we investigate the visual appearance of real-world surfaces and the dependence of appearance on the geometry of imaging conditions. We discuss a new texture representation called the BTF (bidirectional texture function) which captures the variation in texture with illumination and viewing direction. We present a BTF database with image textures from over 60 different samples, each observed with over 200 different combinations of viewing and illumination directions. We describe ...

8 Teaching computer graphics using RenderMan
G. Scott Owen
March 1992 **ACM SIGCSE Bulletin , Proceedings of the twenty-third SIGCSE technical symposium on Computer science education**, Volume 24 Issue 1
Full text available: pdf(471.82 KB) Additional Information: full citation, abstract, references, citings, index terms

A computer graphics course is extremely hardware system dependent, even more than

most computer science courses. To produce high quality graphics images requires a high resolution system with extensive color capability and a fast cpu. Fortunately, the computer graphics capabilities of inexpensive systems have continued to increase. As this trend continues we need to consider changing the way we teach our computer graphics courses. In this paper I discuss a major shift in my teaching methods ...

9 Inexpensive advanced graphics applications for the C.S. majors graphics class

Lee H. Tichenor

March 1995 **ACM SIGCSE Bulletin , Proceedings of the twenty-sixth SIGCSE technical symposium on Computer science education**, Volume 27 Issue 1

Full text available: pdf(508.09 KB) Additional Information: full citation, abstract, references, citings, index terms

To demonstrate more advanced topics we have changed the focus of our graphics assignments in our upper division C.S. majors course from strictly programming basic algorithms to working in existing software packages. In addition to three standard programming assignments in Pascal or C the students perform experiments and develop designs with L-grammar, fractal generator, morph, ray-tracing, and animation packages. Excellent and inexpensive versions of all these systems are available through ...

10 Computer graphics curriculum: time for a change?

G. Scott Owen, María M. Larrondo-Petrie, Cary Laxer

August 1994 **ACM SIGGRAPH Computer Graphics**, Volume 28 Issue 3

Full text available: pdf(359.30 KB) Additional Information: full citation, abstract, citings, index terms

Computer graphics is a field driven by technology. Whereas the technology has changed enormously in the past 15 years, the way most computer science faculty teach computer graphics courses has not changed. The authors believe that faculty should seriously consider changing the content and approach of their computer graphics courses, and in this paper we discuss the rationale for the change and our recomendation for a new course. Note that Maria Larrondo-Petrie organized a panel session on this t ...

11 Adaptive radiosity textures for bidirectional ray tracing

Paul S. Heckbert

September 1990 **ACM SIGGRAPH Computer Graphics , Proceedings of the 17th annual conference on Computer graphics and interactive techniques**, Volume 24 Issue 4

Full text available: pdf(2.90 MB) Additional Information: full citation, abstract, references, citings, index terms

We present a rendering method designed to provide accurate, general simulation of global illumination for realistic image synthesis. Separating surface interaction into diffuse plus specular, we compute the specular component on the fly, as in ray tracing, and store the diffuse component (the radiosity) for later-reuse, similar to a radiosity algorithm. Radiosities are stored in *adaptive radiosity textures (rexes)*[1] that record the pattern of light and shadow on every diffuse su ...

12 Sampling procedural shaders using affine arithmetic

Wolfgang Heidrich, Philipp Slusallek, Hans-Peter Seidel

July 1998 **ACM Transactions on Graphics (TOG)**, Volume 17 Issue 3

Full text available: pdf(590.82 KB) Additional Information: full citation, abstract, references, citings, index terms

Procedural shaders have become popular tools for describing surface reflectance functions and other material properties. In comparison to fixed resolution textures, they have the advantage of being resolution-independent and storage-efficient.While procedural shaders provide an interface for evaluating the shader at a single point, it is not easily possible to

obtain an average value of the shader together with accurate error bounds over a finite area. Yet the ability to compute ...

Keywords: affine arithmetic

13 Characterization of static 3D graphics workloads

Tzi-cker Chiueh, Wei-jen Lin

August 1997 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**

Full text available: pdf(965.92 KB) Additional Information: full citation, references, citings, index terms

Keywords: 3D graphics rendering, depth complexity, graphics compression, graphics pipeline, graphics workload characterization, span size

14 Rendering + modeling + animation + postprocessing = computer graphics

Rosalee Wolfe, John L. Lowther, Ching-Kuang Shene

November 2000 **ACM SIGGRAPH Computer Graphics**, Volume 34 Issue 4

Full text available: pdf(850.42 KB) Additional Information: full citation, abstract, index terms

Nowadays, students coming into a computer graphics course have seen movies that have fantastic graphics effects (e.g., *Toy Story, A Bug's Life* and the *Star War* series). These students have also acquired a certain level of graphics knowledge by playing games and reading popular magazines. Their expectations are certainly high for their first graphics course. Moreover, many deep and powerful theories were developed during the past decade. Either because these topics are too new or be ...

15 Session 4: Statistical point geometry

Aravind Kalaiah, Amitabh Varshney

June 2003 **Proceedings of the 2003 Eurographics/ACM SIGGRAPH symposium on Geometry processing SGP '03**

Full text available: pdf(5.99 MB) Additional Information: full citation, abstract, references, citings, index terms

We propose a scheme for modeling point sample geometry with statistical analysis. In our scheme we depart from the current schemes that deterministically represent the attributes of each point sample. We show how the statistical analysis of a densely sampled point model can be used to improve the geometry bandwidth bottleneck and to do randomized rendering without sacrificing visual realism. We first carry out a hierarchical principal component analysis (PCA) of the model. This stage partitions ...

16 Rendering + modeling + animation + postprocessing = computer graphics

John L. Lowther, Ching-Kuang Shene

October 2000 **Journal of Computing Sciences in Colleges**, Volume 16 Issue 1

Full text available: pdf(108.59 KB) Additional Information: full citation, references, citings, index terms

17 Artificial evolution for computer graphics

Karl Sims

July 1991 **ACM SIGGRAPH Computer Graphics , Proceedings of the 18th annual conference on Computer graphics and interactive techniques**, Volume 25 Issue 4

Full text available: Additional Information: full citation, abstract, references, citings, index

pdf(8.74 MB) terms

This paper describes how evolutionary techniques of variation and selection can be used to create complex simulated structures, textures, and motions for use in computer graphics and animation. Interactive selection, based on visual perception of procedurally generated results, allows the user to direct simulated evolutions in preferred directions. Several examples using these methods have been implemented and are described. 3D plant structures are grown using fixed sets of genetic parameters. I ...

18 CavePainting: a fully immersive 3D artistic medium and interactive experience
Daniel F. Keefe, Daniel Acevedo Feliz, Tomer Moscovich, David H. Laidlaw, Joseph J. LaViola
March 2001 **Proceedings of the 2001 symposium on Interactive 3D graphics**

Full text available: pdf(1.23 MB) Additional Information: full citation, references, citings, index terms

Keywords: 3D modeling, 3D painting, Cave, gestures, tangible user interface

19 Volume rendering: Shading for Fourier Volume Rendering
Alireza Entezari, Randy Scoggins, Torsten Möller, Raghu Machiraju
October 2002 **Proceedings of the 2002 IEEE symposium on Volume visualization and graphics**

Full text available: pdf(735.46 KB) Additional Information: full citation, abstract, references, citings, index terms

The work presented here describes two methods to incorporate viable illumination models into Fourier Volume Rendering (FVR). The lack of adequate illumination has been one of the impediments for the wide spread acceptance of FVR. Our first method adapts the Gamma Corrected Hemispherical Shading (GCHS) proposed by Scoggins et al. [11] for FVR. We achieve *interactive* rendering for constant diffusive light sources. Our second method operates on data transformed by spherical harmonic function ...

Keywords: fourier transform, fourier volume rendering, shading, spherical harmonics

20 Wavelength dependent reflectance functions
Jay S. Gondek, Gary W. Meyer, Jonathan G. Newman
July 1994 **Proceedings of the 21st annual conference on Computer graphics and interactive techniques**

Full text available: pdf(450.35 KB) ps(3.09 MB) Additional Information: full citation, abstract, references, citings, index terms

A wavelength based bidirectional reflectance function is developed for use in realistic image synthesis. A geodesic sphere is employed to represent the BRDF, and a novel data structure is used to store this description and to recall it for rendering purposes. A virtual goniospectrophotometer is implemented by using a Monte Carlo ray tracer to cast rays into a surface. An optics model that incorporates phase is used in the ray tracer to simulate interference effects. An adaptive subdivision ...

Keywords: BRDF, Monte Carlo, full spectral rendering

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